
Title: 2/25/24 Minutes

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9:00: King Blackthorn arrives, His Majesty convenes the meeting and expresses his interest in the state of arrow production from Serpent's Hold's representative.
9:03: Lord Cogniac speaks for Serpent's Hold. The recent troubles in Tokuno led to an increase in arrow prices. A high of 155 gp per arrow was recorded in Luna multiple times, but the storm was weathered. Upon the successful destruction of the monsters in Winter's Spur, the plan to reduce arrow prices to 70gp each in all locations and realms was implemented. The next focus was on replenishing the Strategic Arrow Reserve. The Strategic Arrow Reserve of Sosaria (SARS) was restored to over 900,000 arrows, which is allowing Serpent's Hold to move onto the next stage of reducing arrow prices to 60 gp across the realm. Umbra, Ilshenar, Zento, and much of Felucca have been targeted, and the scribes of the Hold calculate an estimated 635,000 arrows are ready to release to complete the initiative. Following that, they will work in the Hold to replenish the arrow reserve for the next phase of arrow price reduction and maintenance at 60gp.

Additionally, a price of 40gp per crossbow bolt is being kept steady in all realms. In unrelated news, the teleporter in Felucca side Moonglow is still broken, reports Lord Cogniac. Further, a packing crate seems to have been misplaced near the telescope, and door thieves seem to continue their thieving ways in Felucca. His Majesty encourages Lord Cogniac to contact the Royal Architect (Mesanna and the Dev team) about repairing the teleporter. Cogniac continues, speculating that the doors are possibly being melted down into arms and armaments by enemies of the Kingdom. Lord Cogniac concludes his report.

9:12: Craig the Mongbat speaks for Jhelom next.

Craig states that all projectiles have been banned in Jhelom. A rousing jest, laughs are had all around, the governor corrects his statement and states that they love arrows and bolts in Jhelom.

Craig goes on to say that some of Minoc's lost and found again goods have been recovered, and the city is beginning the shipping of those goods back to Minoc. The whereabouts of Ziggy (former Governor of Minoc) and his henchmen remain unknown. Craig continues, stating that a missive was sent to King Blackthorn's scribes detailing everything known by the Governor regarding the former governor Ziggy. His Majesty finds the information compiled by his scribe Amaris for

his attention, and promises to read the document over. Craig goes on to mention that a spring scavenger hunt will be held in Jhelom, and details regarding that were furnished to His Majesty in the missive as well. The scavenger hunt will be open to all who wish to attend. The plan is to have it go through the span of an entire weekend. Aside from those matters, Jhelom is quiet. The Governor concludes his report.

9:19: Governor Merlin speaks for New Magincia. The old pirate is jovial as he begins by greeting the crowd, and goes on to say that the island city is quite cold, with blustery frigid winds blowing across the sea this time of year.

Business in New Magincia has been slow, but that is not unusual for this season. Between the slow trade and the government of Magincia buying up all available real estate, the coffers are a little light. Since the last meeting, the Governor made arrangements to purchase vacant properties near the pet vendors, stating that some former pirates have decided to give up the life and become merchants instead. A pet hospital is one of the buildings being worked on, though red tape seems to be slowing down the proceedings despite the Governor's best efforts. Permit acquisition is not the game the pirates wish to play, though His Majesty reminds Governor Merlin that there is also no

time for being thrown
into a cell for
disregarding the laws of
the land, as that would
surely put production
behind schedule. His
Majesty states he will
keep an eye on Merlin,
after the Governor
suggests that perhaps the
Royal Permit registrars
could stand to walk the
plank. That aside, the
city prepares for the
warm season and
inevitable assaults by
Scalis to come. Governor
Merlin concludes his
report.

9:26: Governor Happy
Dayz, who took over from
Wiglaf successfully, speaks
for Minoc. He reports
great news and troubling
news both. The good
news
lines are back to full
efficiency. The distillery
has been working
overtime, morale is up
with the miners, and the
gypsies in the encampment
on the outside of Minoc
have even taken up posts
to guard against the
criminal Ziggy. Governor
Happy says that they
had Ziggy in custody, but
the guard who was set
to watch him was bribed
with 100 silver, which
was confiscated from said
guard along with the
lockpick that was
smuggled in to break
Ziggy out of his
confinement. The guard
has been punished per His
Majesty's law and is
being held in the same
chains that were once
used to restrain Ziggy.
His Majesty voices his
approval, stating there is
no tolerance for treason.
Governor Happy defers to
His Majesty regarding
further punishment for

the corrupt guard, and states that Minoc interrogators are working to probe for more information to see if the guard was working for Ziggy in a greater capacity, or simply a fool. The Ziggy matter aside, the town is otherwise quiet and morale is up. His Majesty declares that a fitting punishment would be a trial by the guardsman's peers, and should he be found guilty they should also decide the guard's punishment, and His Majesty will support their verdict. Governor Happy concludes his report.

9:33: Governor Hagrid is next, speaking for Britain. He says the gem of the realm is happy and content, with His Majesty's benevolent rule allowing for much gold to flow into the city's coffers to the point that they overflow. The Governor himself handed out Valentine's gifts to those who were present in the city for that holiday. The Governor continues, stating that troops garrisoned in the city needed to be sent to help clean out the sewers, as pets were being taken for food by the denizens of said sewer. There was speculation whether that was why some peasants had disappeared as well. Governor Hagrid has nothing more to add, and ends his report.

9:37: Governor Rain speaks for Trinsic next. She states that the citizens of Trinsic are becoming restless, fearing the upcoming warmer

months may bring an increased amount of scorpion activity in the city, and that it is a cycle that repeats every year. They begin in the guard tower on the east bank of the city, and gradually spread. This year, Governor Rain discussed bringing in bards to try to lure the scorpions off, but mentions that if arrow prices have indeed fallen so significantly that perhaps archers would be useful instead. The paladins have tried and failed to stem the tide of scorpions, and Governor Merlin offers the aid of swashbucklers from New Magincia to deal with the threat. Governor Rain continues, declaring Trinsic's intention to bring back the karaoke contests in the summer and hopes the dreaded scorpions will not ruin the events. She promises to keep His Majesty apprised. Governor Rain ends her report on that note.

9:42: Governor Haste reports in for Moonglow, and His Majesty says that he hopes all is well, having heard that a student of magic might have gotten a bit wild with his experiments recently, causing some issues with some plant life. Governor Haste was not aware of that particular occurrence*. He does mention that a broken banner to the northeast of the bank needs fixing, and His Majesty encourages Governor Haste to contact the Grand Architects for help with that.

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Governor Haste continues by saying that there was some concern about the previous Governor elections, and that there may have been underhanded tactics used in the voting, which undermines trust in the election process. As His Majesty is not involved in the election process, he expresses his regret that he cannot change how voting takes place since that is a matter for the cities to decide how best to handle themselves. Governor Haste finishes, saying he has no additional news to report for Moonglow.

9:50: Tatiana Thorn continues next for Skara Brae. The city continues to prosper, trades are steady, and the coffers remain filled to the brim. The Governor continues to support the realm by making daily repair runs, and mentions that she runs tavern nights twice per week to support the kingdom: one in New Haven at 9pm E on Mondays, and one in Britain on Wednesdays at 9pm E. Governor Thorn concludes her report with the statement that the city of Skara Brae is flourishing.

9:59: Governor Kelly Kapowski speaks for Yew, from which His Majesty has not had news recently. Governor Kelly says that lumberjacks are hard at work collecting wood and fletchers are putting their talents to use to replenish the arrow supply. The Elves seem

to be happy, and Yew is prosperous. She reports that thanks to Tatiana Thorn's efforts, the repair benches stay full near the Yew moongate, so the Felucca side is always busy and active. Kelly goes on, stating that the criminals on the Feluccan side desire a place to pledge their allegiance to a city, and that those are the only complaints that she hears. In response, His Majesty states that they could always choose to not be criminals if they wished to benefit from being a lawful part of a city. Governor Kelly concludes her report.

10:05: His Majesty has some notes to go through before turning over the floor to the populace. The Druids are revolting over the use of "Yuukburreez" by the orcs, which seem to boost their strength and rage. His Majesty requires additional intel about the orcs' use of this substance and their increased prominence and boldness, and his Majesty says he will send someone out to speak to Adventurers shortly about collecting additional information. He then asks if any in the crowd have anything they would like to say, and Governor Kelly begins to mention an idea about governors getting an article of clothing to denote their governor status. Scribe Amaris will discuss this with the Governors after the council meeting.

10:07: Governor Shadowyke, who had been absent to this point, arrives at the meeting.

His Majesty asks her if she has any news to share from Vesper before the evening is ended, and the Governor apologizes for her delayed arrival due to circumstances she could not help. She reports that Ziggy is even worse than before. She says that she has heard that Ziggy has even gone so far as to set up shop in Skara Brae. Although everything in Vesper is peaceful, she fears that Ziggy is moving his operations to different cities. His Majesty says that since Ziggy is such an issue, guards will be posted in every city to help stop his threat. Governor Shadowyke has nothing further to report.

10:15: Halister Marner from the crowd speaks. He announces the Grand Britannian Repertory, the largest library in the realms, will be having a grand opening soon. The new building will house 1500 books detailing the history of the realm dating back to the start, with everything from studies of Zog to the most recent Governor's meetings minutes. All are invited to the celebration, which will take place on the 9th of March, 9pm E. The Repertory is located in the Blue Crane Historical Society area outside the northeastern Zento gate, beside Goodman's rune library. His Majesty is pleased to hear of this, and says he will see to it that his scribe Amaris is there to witness it. With that, Halister concludes.

10:19: Governor Happy remembers that there was one thing he forgot to mention: that Minoc will be hosting an event the following Tuesday at 8pm ET at the Barnacle, an open floor for the telling of jokes for any and all to attend. His Majesty muses that he may send Heckles since he would enjoy that sort of affair.

10:23: With no one else from the crowd set to speak, His Majesty adjourns the meeting.

10:26: Scribe Amaris appears to speak to the crowd. She states that she is unable to do anything to address architectural issues for His Majesty, and all those concerns should be addressed to the Grand Architect. Returning to Governor Kelly's idea regarding sashes for Governors, Governor Kelly elaborates that she thinks it would be a neat idea to have sashes with the Governor's names and status on them. The Scribe replies stating that she would have to raise the issue with those of higher rank, as sashes are generally no longer being given out as commemorative items. Cogniac asks about the town displays, and Amaris says she will look into it and discuss it with the Governors individually.

Present at Council:

Britain: Hagrid

Jhelom: Craig

Minoc: Happy Dayz

Moonglow: Haste

New Magincia: Merlin

Skara Brae: Tatiana Thorn

Trinsic: Rain

Vesper: Shadowyke
Yew: Kelly Kapowski
Serpent's Hold: Cogniac

Absent at Meeting:
None

* Rizan's note: I was present at the event King Blackthorn is referring to. A student of the Lycaeum, one Alistar the Student by name and title, was attempting to learn new magic and something unexpected happened as a result of his experimentation. Perhaps due to a misspoken word, a careless gesture, or a misplaced reagent, the harmless foodstuffs he was experimenting with grew to colossal proportions and came to life! The adventurers of the land were called upon to quell the rampaging hordes of enchanted potatoes, mystical carrots, malicious blueberries, and vengeful beetroots that grew to immense size and possessed a commensurately great bloodlust. It was suggested by the crowd that should Alistair's tenure as a student be cut short due to his experiments, he could perhaps find gainful employ as a war mage for His Majesty, creating an army of vicious vegetation to defend the realm in an emergency. Barring that, he may have a future studying with the druids. Far, far away from civilization.
(EM Event- Revenge of

